

Garlic City Club Fee Collections

LOWBALL is a spread limit game with a limit of \$4 to \$20. Our collection fee is taken out of the dealer button before the cards are dealt. Our blinds are \$3.50 on the dealer button the next player puts \$1. And the next player puts \$1.

STUD HIGH is a spread game with a limit of \$1 to \$5 or \$2 to \$10. Our collection fee is time collection \$5 every half hour per player and is collected before any cards are dealt.

DRAW POKER HIGH is a spread limit game with a limit of \$4 to \$20. Our collection fee is taken out of a dealer button before the cards are dealt. Our blinds are \$4.50 on the dealer button the next player puts \$1 and the next player puts \$1.

TEXAS HOLD'EM is blind structure game with a limit of \$2 to \$4 or \$3 to \$6. Our collection fee is taken out of a dealer button before the cards are dealt. Our blinds are \$3.50 on the dealer button the next player puts \$2 and the next player \$1.

PAN our collection fee is timed a \$3.50 collection every half hour and is collected before the cards are dealt. This game is played for \$1 or \$2 condition.

RAZZ is a spread limit game \$1 to \$10. Our collection fee is timed every half hour at \$5 per player and it is collected before any cards are dealt.

RULES OF GAMES

GARLIC CITY offers a varied menu of Poker Games. The wide variety of betting limits should allow everyone to find a particular favorite. The following pages include a general overview of the types of games that can be found at the "*Finest little cardroom in California.*"

GARLIC CITY provides House Dealers for all games, but does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against or makes a wager against GARLIC CITY.

DRAW POKER

House rules applicable to all draw-type poker games.

- 1) Five cards constitute a playing hand; more or less than five cards after the draw constitutes a foul hand. Before the draw, players having less than five cards in their hands may receive additional cards providing no action has been taken by the first player to act, unless that action takes place before the deal is completed. However, the dealer-position player may still receive his fifth card even if action has taken place. If action has been taken, the player may draw the number of cards necessary to complete a five-card hand.
- 2) Any player may draw up to five cards.
- 3) If asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw.
- 4) A knock in turn constitutes a pass, but a knock in turn may also mean the declaration of a pat hand.
- 5) You may change the number of cards you want to draw providing:
 - (a) No cards have been dealt off the deck in response to your request;
 - (b) No players have acted on their hands based on the number of cards you requested.
- 6) All cards dealt off the table are treated as exposed cards.

DRAW POKER (JACKS OR BETTER)

- 1) **Game Description:** This is a 5-card draw game requiring Jacks or higher to open the pot. The game is played with a 53-card deck, which includes the Joker. The Joker may be used as an Ace or any card used to complete a straight or flush. Most 5-Card draw games have structured betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount as before the draw. **Note:** An opener in Jacks or Better must show his hand, whether called or not, in order to win the pot.
- 2) **Rank of Hands:** Five Aces is the best possible hand (four Aces and Joker). These are the general categories of hands in descending order of strength:

| | |
|--------------------|---------------------|
| (a) Five Aces | (g) Straight |
| (b) Royal Flush | (h) Three-of-a-kind |
| (c) Straight Flush | (i) Two Pair |
| (d) Four of a Kind | (j) One Pair |
| (e) Full House | (k) High Card |
| (f) Flush | |
- 3) The Joker may be used as an Ace or to complete a straight or as the highest unmatched card in a flush.
- 4) There is no such thing as a double Ace flush, even when it includes an Ace and a Joker. The Joker would then represent the highest card not present in the hand.
- 5) Cards exposed face up by the dealer before the draw must be kept.
- 6) Cards exposed by the dealer on the draw cannot be kept. If a card is exposed on the draw, the player will receive a replacement card at the end of the draw.
- 7) If the opener shows false openers, then any other active player has the opportunity to declare the pot open beginning on the original opener's left and ending with the dealer. (Any player who originally passed openers is not eligible to declare the pot open, even though that player may have already called.) The original opener has a dead hand and the opening bet stays in the pot. Any other bet placed in the pot by the

opener may be withdrawn, provided the action before the draw is not completed. If no player declares the pot open, all bets, are returned except the opener's first bet. The first bet and antes remain, and all players involved in the hand are entitled to play the next hand after anteing again.

- 8) After the opener show false openers, any player who legally declares the pot opened becomes the new opener. This new opener must later prove openers to win the pot.
- 9) In all cases, the pot shall play even if the opener shows or declares a foul hand, if there has been a raise, or if all action is completed before the draw.
- 10) Once the action is completed before the draw, the opener may not withdraw any bets, whether or not the hand contains openers.
- 11) If the opener is the only remaining player (before or after the draw) and he cannot prove openers or the opening hand is otherwise fouled, then all bets are returned except the opening bet and antes. Only those players who participated in a falsely-opened hand are eligible to compete, and there is another ante.
- 12) The opener must show all cards face up on the table to win the pot.
- 13) If you have opened and are the only remaining player, you may be allowed to retrieve your hand to prove openers at the Floorperson's discretion.
- 14) You may split your openers (usually to draw to a straight or flush), but you must immediately declare you are splitting and place all discards face up under a chip. If you declare that you are splitting openers, but cannot show that you could possible have had openers (by comparing your final hand with your discards), then you will lose the pot.
- 15) You are not splitting openers if you retain openers. If you begin with Ace-Joker-King-Queen of Hearts and Ten of Spades, you are not splitting if you throw the ten away. True, you are breaking a straight and drawing to a royal flush, but you are retaining openers (Ace, Joker).

- 16) If requested to do so by any other player, the opener must retain the opening hand and show it after the winner of the pot has been determined.
- 17) Players who call the opener and cannot beat openers **will not** get their money back.
- 18) If you have only a full ante and no other chips on the table, you may play for just the antes. If, subsequently, nobody opens and there is another ante, you may still play for the part of the antes you have matched.
- 19) Even if you have no chips in front of you and are playing for just the ante (or part of the ante), you may declare the pot open if you have openers.
- 20) If you declare the pot open falsely and cannot show openers, while having no more chips in front of you, you have lost your ante. You also may not continue play on any subsequent deals until a winner is determined. Even if you buy in again, you must wait until the pot is legally opened, and someone else has won it before you can begin playing.
- 21) You have the right to pay the ante (whether single or multiple) at any time and receive a hand, **unless** there are any additional chips in the pot which have been forfeited during a hand you weren't involved in.
Example #1: The game is \$25 Draw, and there's a triple ante because nobody opened on the two previous deals. You may pay the triple ante (\$15 total) and receive a hand, even if you're just sitting down at or returning to the table.
Example #2: If the opener could not show openers the last hand while you were away from the table and was forced to leave in an opening bet, you are **not** entitled to a hand by anteing. If the pot is declared open by any player that is playing for the antes, callers must come in for the prescribed limit.
- 22) You may not change seats between hands when there are multiple antes or forfeited chips in the pot.
- 23) If no player opens a pot, the deal passes to the left and each player antes again (unless

the limit of antes has been reached for that particular game).

- 24) Players may check-raise.

LOWBALL

- 1) **Game Description:** In California Lowball, the lowest or "worst" poker hand wins. The game is played with a 53-card deck which includes the Joker. The Joker must be used as the lowest card not already present in the players hand. Most five-card draw lowball games feature structured betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw. A player may look at two cards and kill the pot (double the big blind).
- 2) **Rank of hands:** The best lowball hand is 5-4-3-2-A, and a 7-6-4-3-2- is better than a 7-6-5-3-2. Straights and flushes do not count against the players hand.
- 3) A new player or a missed blind player has two options.
 - (a) Wait for the big blind.
 - (b) Kill the pot in any position.
- 4) Check-raise is not allowed.
- 5) Before the draw, exposed cards of five and under must be taken. An exposed card higher than a five must be replaced after the deal has been completed.
- 6) After the draw, and exposed card(s) cannot be taken. The draw will be completed, and the off the table are treated as exposed cards.
- 7) After the draw, you must bet a hand of seven or better in order to be eligible to win after draw action. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or better after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However, if you check a seven or better, and are beaten by a better hand, you will lose the entire pot including any additional calls you have made.
- 8) In the event of an all-in bet, a seven may call a

short all-in bet after the draw and win. If players over-call the short bet from behind, they will receive their bets back. If the seven fulfills his obligation by making a full bet, all subsequent action will stand.

STUD POKER

House Rules applicable to 7-card stud game.

- 1) A bet and three raises are allowed for each betting round; however, completing and opening forced bet does not count as a raise.
- 2) Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest or highest card for a forced bet, drawing for seats in games, etc. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs.
- 3) If a player antes and/or asks to be dealt-in, but is unable to make it back to the table in a reasonable amount of time to act on his hand, he forfeits his ante and forced entry bet, if any.
- 4) If a player does not have the correct number of cards on the deal and no action has been accepted, the hand is a misdeal. If there has been action before the mistake is noticed, players with the incorrect number of cards will receive their money back and are out of the hand.
- 5) If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
- 6) If a dealer burns and deals a card before a round of betting has been completed, that card(s) must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play resumes in a normal fashion.
- 7) Players who call when they are beaten by their opponent's up cards are not entitled to a refund.
- 8) When players pick up, commingle or turn over any of their up cards after a bet has been made, they risk losing all rights to the pot.

RAZZ (7-CARD LOW)

- 1) Game Description: Razz is played with two down cards and one up card, a betting round, then three more up cards (with betting after each), then a final down card and a final round of betting. The lowest or "worst" poker hand wins. There is no Joker in this game. Most 7-Card Stud games at Garlic City have structured betting. In a structured game, such as \$3 & \$6, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh cards. In all 7-Card Stud games, a bet and three raises are allowed. Spread limit games may be offered.
- 2) The Ranking of Hands is the same as Low-Ball, except there is no Joker.
- 3) In order to play all-in at the start of a hand, a player must have at least the same ante.
- 4) If a player's first or second hole card is accidentally turned up, the third card is dealt down.
- 5) If a dealer burns two cards or fails to burn a card, he should, if possible, move the cards to the right position to rectify the error. If it happens on a down card and there is no way to tell which card was received, then the player must accept the card.
- 6) If any player receives the last card face up, all other players will receive the last card face down. The player(s) whose down card was exposed has two options:
 - (a) declaring himself all-in for the portion of the pot already played and any subsequent betting will be on the side, or
 - (b) may, at the player's option continue to be active in any further action in the pot on the final round. The player who was high on 6th Street will initiate the action.
- 7) If there are not enough cards left in the deck for each player, the dealer is to deal all the cards except the last card. The dealer then scrambles the last card and the four burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary. If there are five players remaining without a card, the dealer will not burn so that each player may receive a fresh card. If the dealer determines that by using this procedure there will still not be enough cards for all the players, he cannot give

any of the players a down card. Instead, it will be announced to the table that there are not enough cards to go around, and a community card will be used. The dealer will then burn a card and turn a card up in the center of the table. The card plays in everyone's hand. The player who was high on 6th Street will initiate the action.

- 9) A player must have seven cards in order to win. Any other number of cards constitutes a foul hand. Players must protect their own hands.
- 10) A card accidentally dealt off the table must play. If it is the last card, it is to be treated as an exposed river card.

- 1) **Game Description:** Hold'em (also known as Texas Hold'em) is a variation of 7-Card Stud. Instead of seven individual cards, each player gets two hole cards. Five community cards are then turned up on the table. As in Stud, Hold'em has structured betting. Spread limit games may be offered.

Hold'em uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind

clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

In Texas Hold'em, a player receives two down cards as his initial hand. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players. Another round of betting occurs, the next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one is his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.

Hold'em may be played High-Low split, with an eight or better qualifier for low.

- 2) The **Ranking of Hands** is the same as in Draw Poker, except there is no Joker.
- 3) A new player entering any Hold'em game has three options:
 - (a) He may choose to wait for his big blind.
 - (b) He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - (c) He may choose to straddle (double the big blind) in position.
- 4) If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds and the collection for the game or wait for the big blind. If he chooses to post, the small blind and collection are dead money and are moved to the center of the pot while the big blind is live.
- 5) The dealer button always moves forward, and the blinds are adjusted accordingly.
- 6) For a \$10 & \$20 limit and lower, the collection on the button plays for the player.
- 7) For a \$15 & \$30 limit and higher, the collection on the button does not play.
- 8) In all games, the smallest increment chip used in the blind plays in all-in situations.
- 9) Players who have not taken the big blind may move away from the blind and have two options.
 - (a) Post the big blind; it is live.
 - (b) Wait and be dealt back in on the same position.
- 10) Players who are dealt less cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floorperson, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by the player.

- 11) If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- 12) If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.
- 13) If the dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card, with no additional burn card.
- 14) If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as in the previous rule.
- 15) A card dealt off the table is treated as an exposed card.
- 16) In full games \$10 & \$20 limit and higher, if players are away from the table and the button passes their seats, the dealer will take the \$3 collection from their stack and put it dead in the pot. A game with all seats taken or with a waiting list will be considered a full game.

Pan

- 1) PANGUINGUE (pan-ginn'-gay) popularly known as "PAN"

The following are simple-to-understand rules.

- 2) The Object of the Game is to have combinations of three or more cards in sets or runs (known as melds) laid on the table in front of you using eleven cards. The first player doing so is the winner and receives chips from other players that still have chips and cards remaining in their hands. The winner of the hand will win money from the other players in different ways that will be described below.
- 3) Number of Players: two to seven players may play.
- 4) The Deck: Eight decks of regular playing cards are used to play the game; 8's, 9's, 10's and the Jokers are omitted, leaving a total of 320 cards. (Sometimes a set of spades are deleted from the deck.)
- 5) Cards in each suit rank as follows: King being the highest, Queen, Jack, 7, 6, 5, 4, 3, 2, A. The Jack and the seven can be used in sequence. There is no rank of suits except that spades pay double.
- 6) The Deal: The dealer will shuffle and cut the cards before each deal. Players are dealt 10 cards, five (5) at a time in a counterclockwise direction. The dealer will start with:
- (a) The player who is dealt the lowest card face up at the beginning of a new game.
 - (b) The winner of the last hand.

- (c) The player to the right of the seat where the last hand was won when the winner elects to change seats, leaves the game or passes.
- 7) **The Draw:** Once the player has touched the deck to draw, holding the wrong number of cards fouls his hand.
- 8) The draw should not begin until all players have declared. The first player to draw is the declared winner of the previous hand, or, if he is out, the first player to his right.
- 9) Each drawn card will be displayed face up. All players in action have the right to see all drawn cards. Pan rules forbid a player from putting the option card or draw card in his hand. Putting a card in the hand makes it foul. The player would have to return all pay he has collected and continue to pay the other players all earned pay for the remainder of the hand.
- 10) A drawn card is discarded when it is released toward the dealer.
- 11) Once a player has touched the deck, he may not change his mind and use the option card. He has lost his right to the option card unless it is forced on him by another player.
- 12) A player overlooking or ignoring an option card which can be used in one of his board melds and touching the deck to draw, may, by choice of any player in action, be forced to either use the option card or to continue the draw. The exception to this is the player who drew and discarded the option card without forcing it; he may not subsequently decide to force it.
- 13) If the rotation of the draw becomes confused, the dealer will attempt to reconstruct the proper order whenever possible. When unable to do so, the dealer will follow these guidelines:
 - (a) Once three or more players have, for whatever reason, drawn out of order, the draw stands and continues from there;
 - (b) Once three or more players have drawn out of turn, cards used and pay collected as a direct or indirect result of their plays out of turn will stand so long as the meld is valid;

- (c) When the draw can be reconstructed, such efforts will be made for the benefit of players who have not drawn.
- 14) **The Play:** Each player draws one card from the top of the deck or uses the option card. If the player takes the top card off the deck, he must use it immediately in a meld or discard it.
 - 15) After drawing and before discarding, the player may meld as many sets or runs as he holds or may add to his existing melds.
 - 16) **Set:** Three cards or more of the same rank but all of different suits would be considered a meld. Three or more cards of the same rank, all being the same suit, also would be considered a meld. The only exception would be three Aces or three Kings. Regardless of suit, they would also be considered a meld. Aces and Kings are commonly called non-comoquers.
 - 17) **Forcing Cards:** If the option card can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination in the cards he holds.
 - 18) A player may not give the out card to another player with ten (10) cards melded on the board if the card can be used in the first player's hand. Any player in action has the right to see the first hand and to force back the card if it can be used in any way.
 - 19) A player may not be forced to take an out card unless that card would put the next player out for a greater amount of pay.
 - 20) Any player in action may choose to end the hand for lower pay by forcing the out card.
 - 21) **Foul Hands:** A foul hand is a hand successfully called foul by a player in action as a result of one or more violations of rules.
 - 22) **Irregularities:** If, before the player has made his first draw, he finds he has nine cards, the dealer will deal the player an additional card. If the player has eleven cards, the dealer withdraws the excess card from the player's hand, putting

it among the discarded hands of passing players. If the player has been dealt less than eight cards or more than eleven cards, the hand is dead and the player's passing ante will be returned.

- 23) If a player's hand is found incorrect after he has made his first draw, he must discard his hand, retire from that deal and return all collections he made for conditions. In addition he must continue to make due payments to others for their winnings.
- 24) **Going Out:** When a player shows eleven cards in melds, he collects two chips from every player. A player also collects for each valid condition.
- 25) When a player has all ten cards spread, the player at his left may not discard an option card, if he can possibly use it, that puts the opponent to his right out.
- 26) **Incorrect Meld:** If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made for the improper spread and legally proceed with the turn. If he has already discarded, he must return all collections made on that hand, discard the hand, and retire from play until the next deal, but must continue to make payments to others for conditions and winnings. However, if the player makes the meld valid before attention is called to it, there is no penalty.
- 27) **Pays and Collections:** All collections must be called for before discarding. A player who neglects to do so may not ask for the pay until his hand is hit again.
- 28) The same amount of pay must be collected from each player in action. A player may ask for short pay, but all players will pay the same amount.
- 29) A player penalized for a foul hand is required to repay all chips collected during the hand, but he does not have to repay any opponent who has gone broke and/or previously fouled his hand.

- 30) On the outs, a player having to collect and then cut off a collection must be specific in his statement or action. Simply stating "out on a good one" is not sufficient.
- 31) A player may ask the dealer for help in calculating the value of a collection or of the outs.
- 32) No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
- 33) Dealer Enforcement: Pan rules are usually enforced only at the specific request of a player in action. The House cannot always intervene on behalf of an injured player unless he promptly calls the problem to the dealer's attention. Players must protect their hands and enforce their rights according to the rules.
- 34) The dealer may not assist or advise players except to calculate the value of collections or of the outs when any active player asks. The outs must be read as the hand lies.
- 35) The dealer will intervene when unearned pay is requested.
- 36) The dealer will enforce payment of all earned collections. The outs will be paid in front of each player's position (no splashing).
- 37) The dealer will foul a player's hand at the request of another player in action when justified by the rules.
- 38) General: The minimum buy-in is twenty (20) chips of equal value for the condition of the game.
- 39) There is to be no playing for Tops. A player without one chip of the appropriate value has a dead hand and may not continue playing for the Tops.
- 40) A player who causes a game to break up by leaving the table or refusing to play will lose his place on the change board, and his name will be put at the bottom of the waiting list.
- 41) On the deal, foreign cards (8, 9, 10, Joker) appearing in a player's hand will be replaced from the center. On the draw, the foreign card will be removed and the player will draw again.

- 42) Each player is responsible for counting the cards before picking them up. If a player discovers he has the wrong number of cards after the player touched the deck to draw, his hand is foul and he must return all pay he has collected and pay all earned pay for the remainder of the hand.
- 43) The Floorperson's decision is final in all disputes and in the interpretation of all rules.